

DAMN SIMPLE ^a ROLE-PLAYING GAME



BY WARREN FRY

THIS GAME IS SIMPLE.

WHAT YOU'LL NEED:

PENCILS

PAPER

SIX 6 SIDED DICE (D6'S)

IDEAS

FRIENDS



MAKIN' GUYS PT I

PUT 2, 4, AND 6 IN THE FOLLOWING
THINGS.

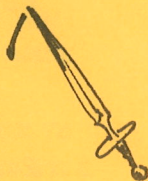


INTERACTING

EVERYTHING THAT INVOLVES SOCIAL STUFF.
CONVINCING, LYING, SEDUCING, INTIMIDATING,
ETC.

FIGHTING

ALL PHYSICAL STUFF. PUNCHING, SHOOTING,
RUNNING, DODGING, ETC.



THINKING

ALL BRAIN THINGS. SPELL CASTING,
RESEARCHING, MENTAL BATTLIN', LORE, ETC.

MAKIN' GUYS PT II

CHOOSE A STYLE!

YOUR STYLE CAN BE A CAREER, ROLE, CLASS, SPECIALIZATION OR MOTIVATION. MAKE IT AS SHORT OR AS LONG AS YOU WANT.

GAME MASTERS GET THREE TYPES OF FOLKS TO MAKE. 2'S, 4'S AND 6'S.

2'S GET A 2, 1, AND 1 FOR THINGS

4'S GET A 4, 2 AND 2.

6'S GET A 6, 4 AND 2.

EACH OF THEM GET A STYLE TOO!



MAKIN' GUYS PT III

YOUR STYLE GIVES YOU ONE REROLL (OF A SINGLE DIE) PER ROLL IN A THING OF YOUR CHOICE. CHECK THE FIRST REROLL BOX NEXT TO THE THING YOU CHOSE.



IMPROVING GUYS

AFTER EACH TIME YOU SIT DOWN TO PLAY YOU GET TO IMPROVE YOUR GUYS. DO ONE OF THESE.

MORE STYLE: ADD ANOTHER REROLL CHECK TO ANOTHER THING, AS LONG AS IT FITS YOUR STYLE.

SWITCHING FOCUS: MOVE A DIE FROM ONE THING TO ANOTHER THING.

UPGRADE: CASH IN THREE REROLLS IN ONE THING TO GET A WHOLE NEW DIE IN THAT THING.

PLAYING

TO DO STUFF ROLL YOUR NUMBER IN D6'S FOR THE RIGHT THING. THE GM ASSIGNS A DIFFICULTY. FOR EXAMPLE...

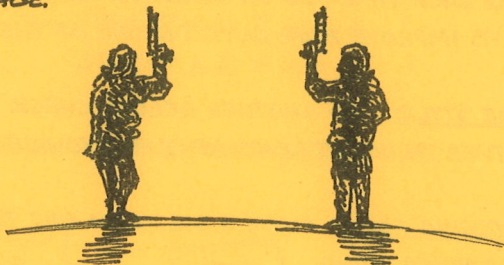
EASY - 6

KINDA TOUGH - 8

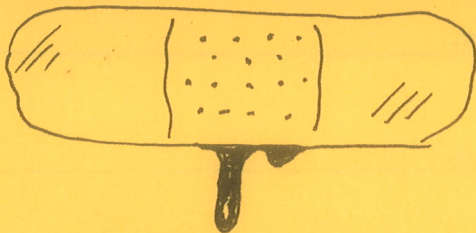
BLAH! BLAH!

IMPOSSIBLE? - 32

IF YOU ROLL THE DIFFICULTY, YOU SUCCEED AND GET TO TELL WHAT HAPPENS AND/OR DO DAMAGE.



IF YOUR GUY IS OPPOSED BY ANOTHER GUY YOU ROLL OFF, THE HIGHER NUMBER WINS AND GETS TO TELL WHAT HAPPENS AND/OR DOES DAMAGE.



GETTING HURT

DAMAGE: DAMAGE MEANS YOU LOSE A DIE IN THE THING BEING ATTACKED. EMBARRASSED, MAD, MANIPULATED, LOSE AN INTERACTING DIE. MENTAL STRAIN, PSYCHIC DAMAGED, MIND CONTROLLED, LOSE A THINKING DIE. HURT, LOOSE A FIGHTING DIE. USE HASH MARKS IN THE HURT BOX TO KEEP TRACK OF DAMAGE TO THINGS.

KNOCKED OUT: IF YOU LOSE ALL YOUR DICE IN ONE THING YOU'RE OUT OF THE GAME (DEAD, KNOCKED OUT, MENTALLY CRUSHED, TOO ASHAMED TO CONTINUE).

HEALING: IF YOU DO NOTHING WITH THE THING THAT'S DAMAGED FOR A DAY, YOU HEAL 1 DIE IN THAT THING.

NAME: _____

PLAYER: _____

HURT

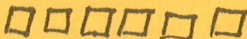


FIGHTING _____

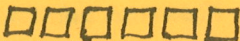
REROLLS



THINKING _____



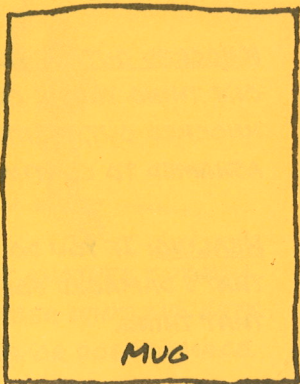
INTERACTING _____



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STYLE

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MUG

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